

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	27	(view with control\$4) same gui same button same input	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/08/04 14:51
L2	0	(view with control\$4) same mediator same button same input	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/08/04 14:52
L3	0	((til\$3:cascade\$3) same window) same display\$3 same order) same unable	USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/04 14:52
S13 3	2	("20020054115").PN.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/04/25 07:56
S13 4	18	("6,295,553") or ("6,615,258") or ("6,177,936") or ("5,233,686") or ("5,317,741") or ("5,438,676") or ("5,560,014") or ("5,758,152") or ("5,787,431") or ("5,812,849") or ("5,974,428") or ("6,002,874") or ("6,003,042") or ("6,026,413") or ("6,035,303") or ("6,112,024") or ("6,054,985") or ("5,819,055")).PN.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2006/08/02 07:40
S13 5	6	("5,710,920") or ("5,892,510") or ("6,249,284") or ("6,307,571") or ("5,926,177") or ("6,355,741")).PN. or (2002/0109734).CCLS.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2006/08/02 07:43
S13 6	1	("6,362,839").PN..	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2006/08/02 07:48
S13 7	13	("5,973,702") or ("6,202,207") or ("6,442,754") or ("6,425,126").or ("6,493,871") or ("6,115,646") or ("6,330,659") or ("6,175,364") or ("6,169,546") or ("6,064,382") or ("6,208,994") or ("6,469,714") or ("6,556,218")).PN.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2006/08/02 08:19

EAST Search History

S13 8	19	((("6,185,590") or ("6,237,011") or ("6,085,120") or ("6,275,228") or ("5,983,348") or ("6,023,271") or ("5,724,589") or ("6,438,617") or ("6,335,741") or ("5,704,029") or ("5,566,330") or ("5,752,018") or ("6,148,306") or ("6,208,339") or ("6,185,583") or ("6,167,523") or ("6,029,182") or ("6,091,411") or ("6,275,232")).PN.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2006/08/02 07:49
S13 9	20	((("5,408,650") or ("5,835,914") or ("5,805,892") or ("6,134,676") or ("6,272,641") or ("6,457,142") or ("6,611,498") or ("5,408,659") or ("6,211,872") or ("6,590,594") or ("6,560,770") or ("5,761,509") or ("6,054,996") or ("5,675,755") or ("4,649,473") or ("5,317,746") or ("5,369,778") or ("5,396,630") or ("5,634,124") or ("6,182,154")).PN.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2006/08/02 07:50
S14 0	17	((("295,553") or ("6,615,258") or ("6,177,936") or ("5,233,686") or ("5,317,741") or ("5,438,676") or ("5,560,014") or ("5,758,152") or ("5,787,431") or ("5,812,849") or ("5,974,428") or ("6,002,874") or ("6,003,042") or ("6,026,413") or ("6,035,303") or ("6,112,024") or ("6,054,985") or ("5,819,055")).PN.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2006/08/02 09:02
S14 1	6	((("5,710,920") or ("5,892,510") or ("6,249,284") or ("6,307,571") or ("5,926,177") or ("6,355,741")).PN. or (2002/0109734).CCLS.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2006/08/02 07:51
S14 2	7	((("5,710,920") or ("5,892,510") or ("6,249,284") or ("6,307,571") or ("5,926,177") or ("6,355,741") or ("20020109734")).PN.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2006/08/02 07:51
S14 3	12	SEQUENCING EVENTS JAVA HANDLERS	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	SAME	ON	2006/08/02 08:19
S14 4	18	((("6,295,553") or ("6,615,258") or ("6,177,936") or ("5,233,686") or ("5,317,741") or ("5,438,676") or ("5,560,014") or ("5,758,152") or ("5,787,431") or ("5,812,849") or ("5,974,428") or ("6,002,874") or ("6,003,042") or ("6,026,413") or ("6,035,303") or ("6,112,024") or ("6,054,985") or ("5,819,055")).PN.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2006/08/02 10:49

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S14 5	1	("6880126").PN.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2006/08/02 10:49
S14 6	221	715/515.ccls.	USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/08/02 11:03
S14 7	221	715/760.ccls.	USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/02 11:03
S14 8	717	715/764.ccls.	USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/02 11:03
S14 9	398	715/526.ccls.	USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/08/02 11:04
S15 0	462	715/781.ccls.	USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/08/02 12:54
S15 1	7161770	view controller mediator (window or screen) display\$3	USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/08/02 12:55
S15 2	0	(view controller mediator (window or screen) display\$3).clm.	US-PGPUB	AND	OFF	2006/08/02 12:57
S15 3	2	(view controller mediat\$3 (window or screen) display\$3).clm.	US-PGPUB	AND	OFF	2006/08/02 12:57


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Relevance scale

1 [Designing object-oriented synchronous groupware with COAST](#)

Christian Schuckmann, Lutz Kirchner, Jan Schümmer, Jörg M. Haake

 November 1996 **Proceedings of the 1996 ACM conference on Computer supported cooperative work**
Publisher: ACM PressFull text available: [pdf\(1.01 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: concurrency control, display updating, groupware, replicated objects, sessions, synchronous collaboration, toolkit

2 [Visualizing information spaces: Design method of interaction techniques for large information spaces](#)

Laurence Nigay, Frédéric Vernier

 May 1998 **Proceedings of the working conference on Advanced visual interfaces**
Publisher: ACM PressFull text available: [pdf\(1.55 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Our work focuses on the design of interaction techniques for large information spaces. Our goal is not to define yet another visualization technique but to provide insights for the design of such techniques. Our design approach is based on ergonomic criteria that arose from a study of how the user perceives and manipulates a large information space. We then provide design rules that should help the designer in devising an interaction technique that verifies the ergonomic criteria. After the desi ...

Keywords: design method, ergonomic criteria, fisheye view, navigational task, software architecture

3 [Situated information spaces and spatially aware palmtop computers](#)

George W. Fitzmaurice

 July 1993 **Communications of the ACM**, Volume 36 Issue 7
Publisher: ACM PressFull text available: [pdf\(4.19 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: 3D control and display, information access, palmtop computers

4 Composite design patterns

 Dirk Riehle

October 1997 **ACM SIGPLAN Notices , Proceedings of the 12th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '97**, Volume 32 Issue 10

Publisher: ACM Press

Full text available:  pdf(1.47 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Software design patterns are the core abstractions from successful recurring problem solutions in software design. Composite *design patterns* are the core abstractions from successful recurring frameworks. A composite design pattern is a pattern that is best described as the composition of further patterns the integration of which shows a synergy that makes the composition more than just the sum of its parts. This paper presents examples of composite patterns, discusses a role-based analysis ...

5 Component-centric approach in a web-based home schooling application

 Lin Chen, Youwen Ouyang

March 2001 **Proceedings of the 2001 ACM symposium on Applied computing**

Publisher: ACM Press

Full text available:  pdf(210.33 KB)

Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: JSP, client/server, component-centric, education and technology transfer, web-based application

6 Interactive Editing Systems: Part I

 Norman Meyrowitz, Andries van Dam

September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Publisher: ACM Press

Full text available:  pdf(3.08 MB)

Additional Information: [full citation](#), [citations](#), [index terms](#)

7 ObjectGlobe: Ubiquitous query processing on the Internet

R. Braumandl, M. Keidl, A. Kemper, D. Kossmann, A. Kreutz, S. Seltzsam, K. Stocker
August 2001 **The VLDB Journal — The International Journal on Very Large Data**

Bases, Volume 10 Issue 1

Publisher: Springer-Verlag New York, Inc.

Full text available:  pdf(251.44 KB)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

We present the design of ObjectGlobe, a distributed and open query processor for Internet data sources. Today, data is published on the Internet via Web servers which have, if at all, very localized query processing capabilities. The goal of the ObjectGlobe project is to establish an open marketplace in which *data* and *query processing capabilities* can be distributed and used by any kind of Internet application. Furthermore, ObjectGlobe integrates *cycle providers* (i.e., machi ...

Keywords: Cycle-, function- and data provider, Distributed query processing, Open systems, Privacy, Quality of service, Query optimization, Security

8 Pen computing: a technology overview and a vision

 André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Publisher: ACM Press

Full text available: [pdf\(5.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

9 Adapting to network and client variability via on-demand dynamic distillation

 Armando Fox, Steven D. Gribble, Eric A. Brewer, Elan Amir

October 1996 **ACM SIGOPS Operating Systems Review , ACM SIGPLAN Notices , Proceedings of the seventh international conference on Architectural support for programming languages and operating systems ASPLOS-VII**, Volume 30 , 31 Issue 5 , 9

Publisher: ACM Press

Full text available: [pdf\(1.64 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The explosive growth of the Internet and the proliferation of smart cellular phones and handheld wireless devices is widening an already large gap between Internet clients. Clients vary in their hardware resources, software sophistication, and quality of connectivity, yet server support for client variation ranges from relatively poor to none at all. In this paper we introduce some design principles that we believe are fundamental to providing "meaningful" Internet access for the entire range of ...

10 Groupware infrastructure: Clover architecture for groupware

 Yann Laurillau, Laurence Nigay

November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work**

Publisher: ACM Press

Full text available: [pdf\(517.26 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we present the Clover architectural model, a new conceptual architectural model for groupware. Our model results from the combination of the layer approach of Dewan's generic architecture with the functional decomposition of the Clover design model. The Clover design model defines three classes of services that a groupware application may support, namely, production, communication and coordination services. The three classes of services can be found in each functional layer of our ...

Keywords: clover design model, conceptual software architecture

11 An annotated bibliography on user interface design

 P. Fraser, D. A. Lamb

August 1989 **ACM SIGCHI Bulletin**, Volume 21 Issue 1

Publisher: ACM Press

Full text available: [pdf\(1.28 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This report is an annotated bibliography of material on user interface design literature, covering work available to us up to about May 1987. For each work there is a reference, a description of the work, and possibly a statement of the work's purpose. The description gives a summary of the work's content; the statement of purpose, or "goal," describes the intent of the work, and thus its overall tone. Some works do not have a "goal" paragraph. This is either because they build upon previous wor ...

12 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available: [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

13 A display console for an experimental computer-based augmented library catalog

 Donald R Haring

January 1968 **Proceedings of the 1968 23rd ACM national conference**

Publisher: ACM Press

Full text available: [pdf\(884.93 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Project Intrex (information transfer experiments) is a program of research and experimentation directed toward the functional design of new library services that might become operational at the Massachusetts Institute of Technology and elsewhere in the decade beginning in 1970.1,2 At M.I.T., as with many other institutions having extensive library services and a large research community, it has become increasingly evident that such new library services will be based on ...

14 Keepers, synchronizers, communicators and agents

 Clarence Ellis

April 1995 **ACM SIGOIS Bulletin**, Volume 15 Issue 3

Publisher: ACM Press

Full text available: [pdf\(705.81 KB\)](#) Additional Information: [full citation](#), [index terms](#)

15 HieNet: a user-centered approach for automatic link generation

 Daniel T. Chang

December 1993 **Proceedings of the fifth ACM conference on Hypertext**

Publisher: ACM Press

Full text available: [pdf\(1.14 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: SGML, link apprentice, link generation, links, vector space model

16 A microprocessor display controller for combining refresh and storage tube graphics

 Steven G. Satterfield, Francisco Rodriguez, David F. Rogers

August 1978 **ACM SIGGRAPH Computer Graphics , Proceedings of the 5th annual conference on Computer graphics and interactive techniques SIGGRAPH '78**, Volume 12 Issue 3

Publisher: ACM Press

Full text available: [pdf\(570.90 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a stand alone graphics system utilizing a microprocessor based display controller with the capability of combining refresh with storage tube graphics. This combination is accomplished by utilizing the Write-Thru feature of a Tektronix 4014 display terminal. The display controller is a typical Z-80 microprocessor system interfaced to the 4014 by a standard Tektronix parallel interface. A portion of the Z-80 memory is used as the display buffer, allowing it to be divided ...

Keywords: Microprocessor display controller, Refresh display, Storage tube display, Vector graphics

17 Spoken dialogue technology: enabling the conversational user interface

 Michael F. McTear

March 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 1

Publisher: ACM Press

Full text available:  pdf(987.69 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Spoken dialogue systems allow users to interact with computer-based applications such as databases and expert systems by using natural spoken language. The origins of spoken dialogue systems can be traced back to Artificial Intelligence research in the 1950s concerned with developing conversational interfaces. However, it is only within the last decade or so, with major advances in speech technology, that large-scale working systems have been developed and, in some cases, introduced into commerce ...

Keywords: Dialogue management, human computer interaction, language generation, language understanding, speech recognition, speech synthesis

18 Interface design and analysis: A video game-based framework for analyzing human-robot interaction: characterizing interface design in real-time interactive multimedia applications

 Justin Richer, Jill L. Drury

March 2006 **Proceeding of the 1st ACM SIGCHI/SIGART conference on Human-robot interaction HRI '06**

Publisher: ACM Press

Full text available:  pdf(237.12 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

There is growing interest in mining the world of video games to find inspiration for human-robot interaction (HRI) design. This paper segments video game interaction into domain-independent components which together form a framework that can be used to characterize real-time interactive multimedia applications in general and HRI in particular. We provide examples of using the components in both the video game and the Unmanned Arial Vehicle (UAV) domains (treating UAVs as airborne robots). Beyond ...

Keywords: HRI, UAVs, evaluation, human-robot interaction, interaction design, unmanned aerial vehicles

19 On-line Text Editing: A Survey

 Andries van Dam, David E. Rice

September 1971 **ACM Computing Surveys (CSUR)**, Volume 3 Issue 3

Publisher: ACM Press

Full text available:  pdf(1.91 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper is a survey of current methods for the on-line creation and editing of computer programs and of ordinary manuscripts text. The characteristics of on-line editing systems are examined and examples of various implementations are described in three categories: program editors, text editors, and terminals with local editing facilities.

20 Adaptive hypermedia (2): User-controlled link adaptation

 Theophanis Tsandilas, m. c. schraefel

August 2003 **Proceedings of the fourteenth ACM conference on Hypertext and hypermedia**

Publisher: ACM Press

Full text available:  pdf(1.37 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper introduces an adaptable hypermedia approach applied to adaptive link annotation techniques. This approach suggests that the combination of direct manipulation with automated link annotation affords greater user control over page adaptation. In turn,

this direct control better supports user focus in information discovery tasks. Unlike adaptive-only systems, our approach lets users both define multiple topics of interest and then manipulate how these topics' associated links are present ...

Keywords: adaptable hypertext, direct manipulation, history visualization, hyperlink annotation

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Relevance scale **1** [Designing object-oriented synchronous groupware with COAST](#)

Christian Schuckmann, Lutz Kirchner, Jan Schümmer, Jörg M. Haake

 November 1996 **Proceedings of the 1996 ACM conference on Computer supported cooperative work**
Publisher: ACM Press

 Full text available: pdf(1.01 MB)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: concurrency control, display updating, groupware, replicated objects, sessions, synchronous collaboration, toolkit

2 [Interactive Editing Systems: Part I](#)

Norman Meyrowitz, Andries van Dam

 September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Publisher: ACM Press

 Full text available: pdf(3.08 MB)

 Additional Information: [full citation](#), [citations](#), [index terms](#)
3 [Pen computing: a technology overview and a vision](#)

André Meyer

 July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Publisher: ACM Press

 Full text available: pdf(5.14 MB)

 Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

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4 [Situated information spaces and spatially aware palmtop computers](#)

George W. Fitzmaurice

 July 1993 **Communications of the ACM**, Volume 36 Issue 7

Publisher: ACM Press

 Full text available: pdf(4.19 MB)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: 3D control and display, information access, palmtop computers

5 Composite design patterns

Dirk Riehle

October 1997 **ACM SIGPLAN Notices , Proceedings of the 12th ACM SIGPLAN conference on Object oriented programming, systems, languages, and applications OOPSLA '97**, Volume 32 Issue 10

Publisher: ACM Press

Full text available:  pdf(1.47 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

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6 TextTiling: segmenting text into multi-paragraph subtopic passages

Marti A. Hearst

March 1997 **Computational Linguistics**, Volume 23 Issue 1

Publisher: MIT Press

Full text available:  pdf(2.46 MB) 

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

[Publisher Site](#)

TextTiling is a technique for subdividing texts into multi-paragraph units that represent passages, or subtopics. The discourse cues for identifying major subtopic shifts are patterns of lexical co-occurrence and distribution. The algorithm is fully implemented and is shown to produce segmentation that corresponds well to human judgments of the subtopic boundaries of 12 texts. Multi-paragraph subtopic segmentation should be useful for many text analysis tasks, including information retrieval and ...

7 ObjectGlobe: Ubiquitous query processing on the Internet

R. Bräumandl, M. Keidl, A. Kemper, D. Kossmann, A. Kreutz, S. Seltzsam, K. Stocker

August 2001 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 10 Issue 1

Publisher: Springer-Verlag New York, Inc.

Full text available:  pdf(251.44 KB)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

We present the design of ObjectGlobe, a distributed and open query processor for Internet data sources. Today, data is published on the Internet via Web servers which have, if at all, very localized query processing capabilities. The goal of the ObjectGlobe project is to establish an open marketplace in which *data* and *query processing capabilities* can be distributed and used by any kind of Internet application. Furthermore, ObjectGlobe integrates *cycle providers* (i.e., machi ...

Keywords: Cycle-, function- and data provider, Distributed query processing, Open systems, Privacy, Quality of service, Query optimization, Security

8 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available:  pdf(4.21 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

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Daniel T. Chang

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Publisher: ACM Press

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10 An annotated bibliography on user interface design



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11 An efficient, portable authoring language for microcomputers



Mark Luker

December 1986 **Proceedings of the 1986 ACM SIGSMALL/PC symposium on Small systems**

Publisher: ACM Press

Full text available: [pdf\(868.88 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An authoring language is a programming language that is optimized in some way for the efficient production of computer assisted instruction lessons. This paper summarizes nearly twenty years of experimentation and development of authoring languages at the University of Minnesota, then presents the main characteristics of a new language that embodies many of the lessons learned over this period. The new language is called AL, for author language. Based on Pascal, it is easily transportable a ...

12 Groupware infrastructure: Clover architecture for groupware



Yann Laurillau, Laurence Nigay

November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work**

Publisher: ACM Press

Full text available: [pdf\(517.26 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we present the Clover architectural model, a new conceptual architectural model for groupware. Our model results from the combination of the layer approach of Dewan's generic architecture with the functional decomposition of the Clover design model. The Clover design model defines three classes of services that a groupware application may support, namely, production, communication and coordination services. The three classes of services can be found in each functional layer of our ...

Keywords: clover design model, conceptual software architecture

13 Adapting to network and client variability via on-demand dynamic distillation



Armando Fox, Steven D. Gribble, Eric A. Brewer, Elan Amir

October 1996 **ACM SIGOPS Operating Systems Review , ACM SIGPLAN Notices , Proceedings of the seventh international conference on Architectural support for programming languages and operating systems ASPLOS-VII**, Volume 30 , 31 Issue 5 , 9

Publisher: ACM Press

Full text available: [pdf\(1.64 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The explosive growth of the Internet and the proliferation of smart cellular phones and handheld wireless devices is widening an already large gap between Internet clients. Clients vary in their hardware

resources, software sophistication, and quality of connectivity, yet server support for client variation ranges from relatively poor to none at all. In this paper we introduce some design principles that we believe are fundamental to providing "meaningful" Internet access for the entire range of ...

14 Groupware: some issues and experiences

 Clarence A. Ellis, Simon J. Gibbs, Gail Rein
January 1991 **Communications of the ACM**, Volume 34 Issue 1

Publisher: ACM Press

Full text available:  pdf(7.22 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

15 Open architecture multimedia documents

 Brian R. Gaines, Mildred L. G. Shaw
September 1993 **Proceedings of the first ACM international conference on Multimedia**

Publisher: ACM Press

Full text available:  pdf(265.04 KB)  ps Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
(630.84 KB)

Keywords: digital journals, electronic books, hypermedia, knowledge bases, multimedia information systems, publication systems

16 Chiron-1: a software architecture for user interface development, maintenance, and run-time

 support
Richard N. Taylor, Kari A. Nies, Gregory Alan Bolcer, Craig A. MacFarlane, Kenneth M. Anderson, Gregory I. Johnson
June 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 2

Publisher: ACM Press

Full text available:  pdf(2.65 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The Chiron-1 user interface system demonstrates key techniques that enable a strict separation of an application from its user interface. These techniques include separating the control-flow aspects of the application and user interface: they are concurrent and may contain many threads. Chiron also separates windowing and look-and-feel issues from dialogue and abstract presentation decisions via mechanisms employing a client-server architecture. To separate application code from user interf ...

Keywords: artists, client-server, concurrency, event-based integration, user interface architectures

17 Document Formatting Systems: Survey, Concepts, and Issues

 Richard Furuta, Jeffrey Scofield, Alan Shaw
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Publisher: ACM Press

Full text available:  pdf(5.36 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

18 Keepers, synchronizers, communicators and agents

 Clarence Ellis
April 1995 **ACM SIGOIS Bulletin**, Volume 15 Issue 3

Publisher: ACM Press

Full text available:  pdf(705.81 KB) Additional Information: [full citation](#), [index terms](#)

19 Implementing an interface to networked services

-  Abdul Hanan Abdullah, Brian Gay
October 1994 **Proceedings of the 12th annual international conference on Systems documentation & technical communications at the great divide**
Publisher: ACM Press
Full text available: [pdf\(933.98 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper highlights the general problems and difficulties in using networked services. A prototype has been developed to help users interact with networked services. General design principles which arise in implementing a prototype user interface to networked services are discussed. The construction of the prototype is based on an object-oriented approach. The way it communicates with networked services and a help facility are also described.

20 Personal distributed computing: the Alto and Ethernet software

-  Butler Lampson
January 1986 **Proceedings of the ACM Conference on The history of personal workstations**
Publisher: ACM Press
Full text available: [pdf\(3.00 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The personal distributed computing system based on the Alto and the Ethernet was a major effort to make computers help people to think and communicate. The paper describes the complex and diverse collection of software that was built to pursue this goal, ranging from operating systems, programming environments, and communications software to printing and file servers, user interfaces, and applications such as editors, illustrators, and mail systems.

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